The Complete Print and Play HeroQuest Collection

What to Print & When

Disclaimer – To say you simply have to print the included files and start playing is a bit simplistic. As the old saying goes, Some Assembly is Required! But don't worry, this document will talk you through it.

The first thing you should print is the gameboard, this is after all, a boardgame. There are three ways to go about this:

The Cheap Way – Print the eight pieces from the game board book, trim away the white border, align the pieces, and tape them together. Cost: some paper, some ink, some tape, and some time.

The Crafting Way – Print the eight pieces, trim them and glue them to a piece of foam board availiable at many dollar stores, craft or hobby shops or ***Mart. Alternately you could glue them to an old game board of the appropriate size. Cost: paper, ink, glue, foam board (about $1-$2)

The Semi-Pro Way – copy the included "1.0-Game Board 0-Full-sized Poster.jpg" file to a thumbdrive and take it to the nearest Office Max/Depot. They can print it as a single full size poster and possibly even laminate it for you. Cost: $20.00-$30.00

Next, the foldup Figures and Furnature books. Print them and cut out each of the pieces. Then either:

Cheap – fold them in half, fold the base flaps in toward each other so they overlap as a sort of A-frame, then glue, tape, staple the base flaps.

Crafty – glue each piece to thin cardboard (such as that used for cereal boxes), then either, fold and glue as above, or check out the craft/hobby shops for plastic stands that look like an inverted T with two legs sticking up to grip a cardboard insert, cut off the base flaps, fold in half and insert the flat figures into the stands.

Another alternative is to check out toy stores for cheap packages of army men style figures. My local dollar store recently sold packages with variously themed figures (about 12-20 pieces) including police & firemen, cowboys & indians, and a set of medieval figures that included knights with swords, horses with detachable riders, peasants, and a figure that could pass for a king or a village leader.

Also consider Lego figures, they carried a complete line of castle figures for years including skeletons and dragons, the Harry Potter line has wizards and a troll, even the Yoda figure from their Star Wars line could pass for a goblin. I actually have considered creating a Lego version of HeroQuest by collecting old sets from thrift stores. The variety of interchangable body parts, hats, capes and weapons offer so many options and the ability to use Lego blocks to build custom boards that lock together means furnature and figures won't be knocked over with a careless bump to the table or a strong wind.

For the furnature, you have two options. The fold up option as described for figures or a flat overhead view tile version that can be glued to cereal box cardboard as the room overlay tiles described next.

The various room overlay tiles, trap tiles, etc. can simply be printed, trimmed and glued to cereal box cardboard. For added durability the flat tiles can also be laminated. A suggestion for the flat table, alchemist bench, and similar tiles, glue the flat tiles onto an empty match boxes to "raise" the tiles off the game board.

Probably the most time consuming part of this Print and Play set are the cards, there are over 100 of them including the bonus cards discussed later. One quick method for them is to print and trim them and then insert them into card protector sleeves availiable at all sports cards stores or online, they come in a

variety of sizes and quality, but I'm not sure of the cost. Another alternative is to laminated them, but again cost may be a factor for you. One cheap alternative is sandwiching a piece of cereal box cardboard between the folded card and glue together or using invisable tape to seal all the edges. My personal favorite idea is glueing playing cards in the middle and trimming the excess card to size. The dollar stores sell playing cards cheap.

Almost done! The next book is the Character book. These are hand out pages given to the players. They do not need to have access to any other material in the other books. When you start your questing group allow the player to read the character cards(print/trim/fold/laminate) and pick who they want to play, give them that card, the corresponding Figure, spell cards if appropriate and a blank character record sheet.

Two options for the record sheets:

1. Print a master blank sheet and use the bulk zerox machines at a copy center (or the zerox machine at work when no one is looking for the cheapskates out there) and burn off 100 copies for around 5 cents a copy. Also check out professional print shops, you may be able to get a box of 500 or 1000 at an even better deal. At the beginning of each Quest Pack hand out a blank sheet, write the name of the quest pack and the starting date at the top. After the Quest pack is complete, file the used sheets away for a permanant record of past glories.
2. Another option is to laminate four (or eight so you have spares) copies and use dry erase markers or crayons so the player can erase various statistics as they change through the game.

One note about these record sheet they are full sized (8.5x11 in) unlike the original quarter sized sheets that came with the original game, so there is plenty of room for note taking.

The Armory sheet and Dice conversion chart should be laminated back to back and left out on the table for when it's needed.

Finally the MOST important books: the Instructions on how to play the game and the Quest books. The player need never see these books, when they need information from them you will be instructed to read that information aloud.

Strictly speaking, you don't actually have to even print these books out, if you have a laptop or tablet you can read these from onscreen. If you do prefer a printed copy, I suggest placing the pages in sheet protectors in a three-ring binder and labeling the outside LORETOME. Maybe you can even find a binder where the outside is decorated to resemble an ancient medieval leather bound book.

There is one final book included that is not an official part of the game, the Bonus book. This book contains extra stuff to enhance your enjoyment of the game. In the Base set, when you are sent to rescue Sir Ragnar you are told to use the Chaos Warlock figure to represent him on the play board. Why? Obviously when MB created HeroQuest they didn't want to include a lot of one-use plastic character figures, but since we are using paper foldups in this version I have included a generic armored knight foldup simply named Warrior to represent him. I've included other foldups for other named characters in the game as well.

I've also included a complete set of the British/European treasure cards. If the players are having trouble affording decent armor and weapons to survive harder quests, throw the extra gold/gem/jewel cards into your treasure deck. If they are getting beat up too badly, add the potion cards to the mix. And if they are getting too cocky about the game being easy, include the extra trap/wandering monster cards. Or just add them all in for more variety in your game. The European cards look different enough from both the back and front so that they may easily be sorted back out quickly if they are not needed.

Whew! That probable used all the ink in your printer, but you now have a complete HeroQuest game to enjoy with your friends.

I created this collection because I played this simply but challenging game back in the 90's and recently found a copy at Goodwill for $5. When I searched the web looking for the expansion sets I discovered that they were selling them at

INSANE prices on E-bay. $350 for the base game and I also saw one seller offering just the dwarf figure and it's matching character card for $20. So I started searching for digital versions of the games on the internet. I searched about 30 sites trying to collect the complete set and had to download hundreds of files to get everything. Why couldn't I just download one large file with everything.

Don't get me wrong there are several great sites that had major portions of the material availiable, but not always of consistent quality, or properly sized for home printing. Some sites had only black and white scans of the instruction books. One site posted photos of an obviously handmade quest book that was literally cut and paste, you can actually see the scotch tape in the photos (I'm working on remastering these quests now to include in the next installment The Master Set).

So I took it upon myself to compile the current collection to save you, the reader of this file, the hours of searching I needed to find everything.

Two of the best sites for HeroQuest material are Agin's Inn and Pheonix's site. Hopefully you downloaded this collection from one of them as they are my first choices to host this collection.

Well, what are you waiting for, warm up those printer and enjoy!

-therandyman1967 :)

The Page Counts

Pages	Book	Manditory
7	0.0-What to Print and When.pdf	no
4	0.1-Playing Tips.pdf	no
10	1.0-Game Board Book 0.pdf	8
6	2.0-Figure Book 0.pdf	5
9	3.0-Furnature Book 0.pdf	4
3	4.0-Tile Book 0.pdf	2
23	5.0-Card Book 0.pdf	13
12	6.0-Character Book 0.pdf	6+4
45	7.00-Master Instruction Book.pdf	no
5	7.01-The Arena.pdf	no
4	7.02-The Maze.pdf	no
20	7.03-The Gathering Storm.pdf	no
27	8.00-Bonus Book 0.pdf	no
175	Total pages	42
	Optional:	
1	1.0-Game Board 0-Full-sized Poster.jpg	
1	8.00-Screen.jpg	
	Not needed but included for completeness	
58	8.01-Original Instruction Manuals.pdf	

Minimal print load	
1.0-Game Board Book 0.pdf (or poster.jpg)	Pages 3-10
2.0-Figure Book 0.pdf	Pages 2-6
3.0-Furnature Book 0.pdf	Pages 2-5
4.0-Tile Book 0.pdf	Pages 2-3
5.0-Card Book 0.pdf (hero spells)	Pages 2-5
(artifacts)	Pages 6-8
(treasure)	Pages 18-23
6.0-Character Book 0.pdf	Pages 2-7
(character record sheets)(x4)	Page 8
Total	42 pages

The minimum represents the only pages the players actually need to see throughout the game. The rest is for your eyes only and can be read from a pc or tablet. Any additionally needed info can be read aloud to the players as neccesary.

super-cheap-bare-naked minimum	
The board	8
The doors & flat furnature	4
The tiles	2
The treasure cards	6
Total	10

Hand copy the character card data to 4 sheets of ordinary lined school paper (one for each character). All other info: artifacts, equipment, spells, etc. can be read aload to the players when found or bought and hand written on their character sheets.

The figures from stuff you already have:

Barbarian	Monopoly shoe
Dwarf	Monopoly dog
Elf	Monopoly car
Wizard	Monopoly hat
12 goblins	Red checkers
12 orcs	Black checkers
8 fimirs	Black chess pawns
8 skeletons	White chess pawns
4 mummies	Chess rooks
4 zombies	Chess bishops
4 chaos warriors	Chess knights
2 chaos warlocks/sorcerers	Chess queens
2 gargoyles	Chess kings